

Chivalry & Sorcery Quickstart



by

Stephen A Turner, Francis Tiffany, Andrew Staples
Colin Speirs, A.R. Cowley & David Blewitt

foreword

Welcome. You hold in your hands the Quickstart rules for the new edition of **Chivalry & Sorcery**. These Quickstart rules and the pre generated characters and adventure are intended to give you a taste and feel of **C&S**. The Core Rulebook contains so much more.

C&S is a very, very old game, having been enjoyed through its many incarnations for more than 40 years. This new fifth edition has been carefully and purposefully re-thought, tidied up and altered for ease of play, as well as to deepen the sense of immersion into a medieval world with added fantasy.

This volume is a taste of what is in the Core Rulebook.

Good reading and fun gaming ...

Steve Turner

*Brittannia Game Designs Ltd
June 2019*

Line Manager:

Stephen A Turner

Assistant Line Manager:

David Blewitt

Additional Support and Contributions

Andrew Cowley

Cover Artwork:

Gordon Napier

Cover Design:

Stephanie McAlea

Quickstart Chief Editor:

Stephen A Turner

Proofreading and Assistant Editor:

A.R.Cowley

Cartography:

Gillian Pearce

AD
ANDERIAN DESIGNS

DEDICATED TO:

Edward E Simbalist (1943 to 2005)

Wilf K Backhaus (1946 to 2009)

Without whom **C&S** would never have existed

Mike Gilbert (1947 to 2000)

May the road rise up to meet you. May the wind be always at your back. May the sun shine warm upon your face; the rains fall soft upon your fields and until we meet again, may God hold you in the palm of His hand.

Traditional Gaelic blessing

Cover artwork "Gawaine and Morgana" by Gordon Napier, Copyright G Napier 2014

"Chivalry & Sorcery" is copyright Brittannia Game Designs Ltd 2019.

The authors assert the moral right to be identified as the authors of this work.

"Chivalry & Sorcery" and "C&S" are registered trademarks of Brittannia Game Designs Ltd. Skillscape is a trademark asserted by Brittannia Game Designs Ltd.

All rights reserved under UK and international copyright conventions.

Interior illustrations on pages 5 & 12 and Frontispiece are based on B&W art by Andrew Hepworth copyright 2002 coloured by Gordon Napier Copyright 2016

Interior illustration on page 16 is based on B&W art by David Bezzina Copyright 2002 coloured by Gordon Napier Copyright 2016

Interior illustration on page 19 is Stephen Turner Copyright 2019

All of the characters and places described in this book are fictitious and any resemblance to actual persons, living or dead, is purely co-incidental. All rights reserved. No part of this publication may be re-produced, stored in a retrieval system or transmitted in any form or by any means, electronic or otherwise without the prior permission of the publishers and the copyright owner except for the purpose of review.

E-mail: britgamedesigns@gmail.com

Or visit the Brittannia Games Designs website:

<http://www.britgamedesigns.com>

INTRODUCTION

Welcome to the Quickstart rules for **Chivalry & Sorcery 5th Edition (C&S)**. The purpose of these Quickstart rules is to give you a feel for the game-world, the basic rules, and to allow you to play through an introductory scenario. **C&S** is a game strongly grounded in the medieval worldview, supported by traditional fantasy elements, and the 5th Edition maintains this tradition.

The Core Rulebook for **C&S 5th Edition** will allow you to build a medieval world in which to immerse your players and add fantasy elements as you wish.

We are proud to continue the more than 40-year tradition of **Chivalry & Sorcery** and hope you will join us on the great journey. Read on and enjoy!

A Historical Note

C&S has as its foundation the feudal Middle Ages, a vast historical period of constant change and development. It would be simply impossible to use any single setting for such an expanse of time, so in **C&S** the medieval era is divided into smaller, more relevant periods: Early Feudal, High Chivalric, Late Feudal and Waning Feudal.

The **Early Feudal** period begins with the separation of Christianity into the Western Catholic and Eastern Orthodox churches following the Great Schism in 1054. Culturally, the period marks the transformation of knights from cavalrymen to landowners. The period includes the Norman Conquests of England and Sicily, the expansion of Christian kingdoms in Spain under El Cid, and the First Crusade. The most advanced arms are mail hauberks, kite shields, lances, often used overarm, and unbalanced broadswords. Architecture is Romanesque.

The **High Chivalric** period begins with Bernard of Clairvaux's preaching of the Second Crusade at Vezelay, Burgundy, in 1146. Mail covers arms and legs. Shields become smaller and swords become more balanced. Eleanor of Aquitaine institutes the Court of Love, and knights become expected to demonstrate social grace as well as martial prowess. Gothic architecture develops and matures. In England, knights begin to manage their lands directly rather than renting them out (which remains the norm on the Continent).

The **Late Feudal** period sees a series of large-scale disasters causing millions of deaths in Europe (and the northern hemisphere), starting with the Great Famine of 1315-1317 and including the Black Death, the start of the Hundred Years' War, and the Jacquerie in France. It ends with the Peasants' Revolt in England in 1381. Plate armour becomes widespread. Cannons are introduced. The English Longbow is widely used in battle.

The **Waning Feudal** period runs from after the Great Rebellion until 1494. It marks the Wars of the Roses in England, with the French invasion of Italy, which marked the start of the Italian Wars, and Pope Alexander VI's division of the world between Spain (the western hemisphere), and Portugal (the eastern). Full plate armour and hand cannons are introduced. Labour shortages see a decline in serfdom and the rise of yeomen as country gentry.

These are rough guides. The Gamesmaster may develop a more fantastical campaign, with magic and miracles based on medieval beliefs or modern fantasy. In a fantasy world the political events are irrelevant but social and technological developments mark relevant periods.

Skillscape: The Core Mechanic

Skillscape is a straightforward mechanic. Success or failure is determined by the use of a D100 (the Percentile Pair). A separate D10 (known as the Crit Die) determines the quality of success or failure.

The Percentile Pair is rolled against the Total Skill Chance (TSC%) of a character, which may be modified by ease or difficulty of the task. A roll equal to or below TSC% is a success, above is a failure.

The result of the D10 Crit Die roll reflects the degree of success or failure. The higher the result on the D10 Crit Die the greater the success or failure, with a 10 on the Crit Die indicating a critical success or failure. (This is a change from previous editions.)

Special advantages, or penalties, typically result from such critical successes and failures.

C&S is a simple game, though it has an undeserved reputation for complexity – it's how one chooses to play the game that makes it a system of unlimited possibilities.

Example of play:

Gamemaster: "You are travelling through the forest of Ossen, towards the small town of Neuburg where you have entered the autumn crossbow tournament in order to win the title 'King of Birds' by shooting down the popinjay from atop its pole. The broken sunlight slants down through the larch and pine trees as you follow the slightly overgrown path, threading through the dense forest-floor scrub, when suddenly you hear a thunderous crashing in the undergrowth. What are you doing, Guilheim?"

Player 1 - Guilheim: "I quickly unsheathe my falchion and standing ready, carefully scan ahead to see what is approaching."

Gamemaster: "Ilse, what are you doing?"

Player 2 - Ilse: "I clutch the relic of St. Lucian I bought from the bishop's clerk and ready my staff to assist with any incantations I might decide to use— just in case whatever is coming threatens us."

Gamemaster: "As you ready yourselves, crashing through the bracken and ferns ahead of you tumbles a large grizzled boar. Your mere presence seems to arouse it, the line of bristles along its back quivering as it angrily drops its head and charges. You all catch a glimpse of its deeply grooved, foot long ivory tusks as it bears down upon Guilheim. Right, now what are you doing...?"

A Change to Skillskape

Players of previous editions should note a change to the way the Crit Die works.

In previous editions it was always preferable to roll high on the Crit Die, with a 1 marking either critical failure or marginal success, and a 10 marginal failure or critical success.

In this edition, the Crit Die marks the absolute degree of success or failure consistently, with 1 always being marginal and 10 always being critical.

The change is not merely cosmetic. It makes heavy weapon use riskier.



Attributes and Glossary of Terms

Personal Attributes

The overall nature and general capabilities of a character are defined by their characteristic Attributes. Also, as attributes influence skills, characters with high scores enjoy greater benefits and enhancements while learning and performing skills controlled by a particular attribute. Likewise, low attributes can hinder learning and use of a character's skills.

The Nine Personal Attributes:

Physical

Strength (STR)
Constitution (CON)
Dexterity (DEX)

Intellectual

Intellect (INT)
Wisdom (WIS)
Discipline (DIS)

Communal

Bardic Voice (BV)
Appearance (APP)
Spirit (SPR)

Derived

Agility (AGL)
Ferocity (FER)
Charisma (CHA)

Strength (STR):

The raw physical power of a body, crucial in influencing Body and Fatigue Points as well as affecting physical and athletic skills.

Constitution (CON):

A measure of health, durability and the ability to endure hardships; Constitution helps to determine Body and Fatigue Points, as well as affecting how a character heals, resists disease, and overcomes physical suffering.

Dexterity (DEX):

The hand eye coordination of the character and the ability to manipulate things with precision.

Intellect (INT):

The ability to comprehend situations, reason logically, to concentrate and remember information—all abilities essential to intellect-based skills.

Wisdom (WIS):

This ability reflects a character's perception and judgement regarding the deeper significance of situations, as well as the ability to gain insights into problems.

Discipline (DIS):

The ability to remain motivated and focused on a goal or task. Disciplined characters generally learn skills more quickly and maintain a higher level of morale.

Bardic Voice (BV):

The facility to speak eloquently, artistically sing etc., this being a very important attribute for powerful Charismatic skills.

Appearance (APP):

A character's physical attractiveness and comeliness (or repulsiveness). An attribute that can greatly impact a character's dealings and relationships with others.

Spirit (SPR):

In the religiously focussed world-view of the Middle Ages, this is held the single most important attribute, all others being transient.

Spirit is the influence that a being has upon the Universe, and the degree to which they are receptive to the influence of the Universe in turn. Spirit unlike other attributes has both a floating Current and an underlying Base score.

Increases and penalties to Spirit are dependant upon character actions and are judged by the religious and cultural values of the society to which they belong. Spirit is used, along with Willpower, to break spiritual hindrances. Breaking hindrances moves PCs closer to enlightenment and understanding, as well as increases the potential level of their SPR. Very high SPR can additionally be used to perform miracles and Magical effects.

Derived Attributes

These are derived from the average of three core attributes plus an innate aptitude. The innate aptitude is a random modifier base on a 1D10 die roll or by spending character points using the points method.

With random rolls odd die rolls are negative modifiers and with the points system points may be gained by reducing the derived attribute.

Agility (AGL)

This is the average of STR CON and DEX + Innate aptitude modifier.

This is a measure of a character's grace and bodily coordination.

Ferocity (FER)

This is the average of STR WIS DIS + Innate aptitude

Ferocity is a measure of the character's blood-lust in battle or other confrontational situations. It is also his morale in overwhelming circumstances.

Charisma (CHA)

This the average of WIS APP BV + Innate aptitude

Charisma is the strength of your attraction, charm and influence upon those round you.

Glossary of Terms

AGL..... Agility attribute: Now a derived attribute
AP..... Action Points (refer to the Combat section)
APP..... Appearance attribute
AR..... Attribute Roll, the number rolled against when testing an attribute
BAP..... Base Action Points, the starting point before adding Initiative dice
BCS..... Base Chance of Success, the basic chance of succeeding with a skill with no experience
BMR..... Base Magick Resistance the measure of how hard it is to enchant material and how hard some spells are to learn.
BP..... Body Point a measure of how much physical damage a character can sustain
BV..... Bardic Voice attribute
CCAP..... Carrying Capacity, the amount of weight a character can carry
CHA..... Charisma a derived attribute
COMP..... Competency, a form of skill that is only usually learned for one level.
CON..... Constitution attribute

DEX..... Dexterity attribute
DF..... Difficulty Factor, the measure of how hard it is to learn and improve a skill
DIS..... Discipline attribute
ExL..... Experience Level, a measure of how many Experience Points have been spent learning and improving skills. An indicator of a characters life experience.
Exp..... Experience Points, awarded for carrying out tasks and adventuring
FER..... Ferocity attribute: Now a derived attribute.
FP..... Fatigue Point, a measure of characters endurance and level of energy
GM..... Games Master, the person who runs and controls the game
INT..... Intellect attribute
LCAP..... Lifting Capacity, how much weight a character can lift above their head
ML..... Magick Level, a measure of a characters mastery of magick for learning spells and enchanting materials.
MR..... Magick Resistance, the modifier to the chance of targeting a spell on someone or something.
NPC..... Non Player Character, the characters who populate the world of the game controlled by the GM
PC..... Player Character, the character created by the Human Player.
PFF..... Personal Faith Factor the characters personal aptitude when dealing with matters of Religion.
PMF..... Personal Magick Factor the characters personal aptitude with Magick and the measure of how big an effect can be created.
PSF%..... Personal Skill Factor the characters personal aptitude with a skill based on attributes and level of experience.
RES..... A skill that is resisted by anothers PSF% in their skill. Each skill description indicates how that skill may be resisted.
SPR..... Spirit attribute: This replaced the Piety from previous editions.
STR..... Strength attribute
TSC..... Total Success Chance, the target to roll against for skills.
WIS..... Wisdom attribute